

NICKELODEON

降世神通

AVATAR

THE LAST AIRBENDER

INTO THE INFERNO



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

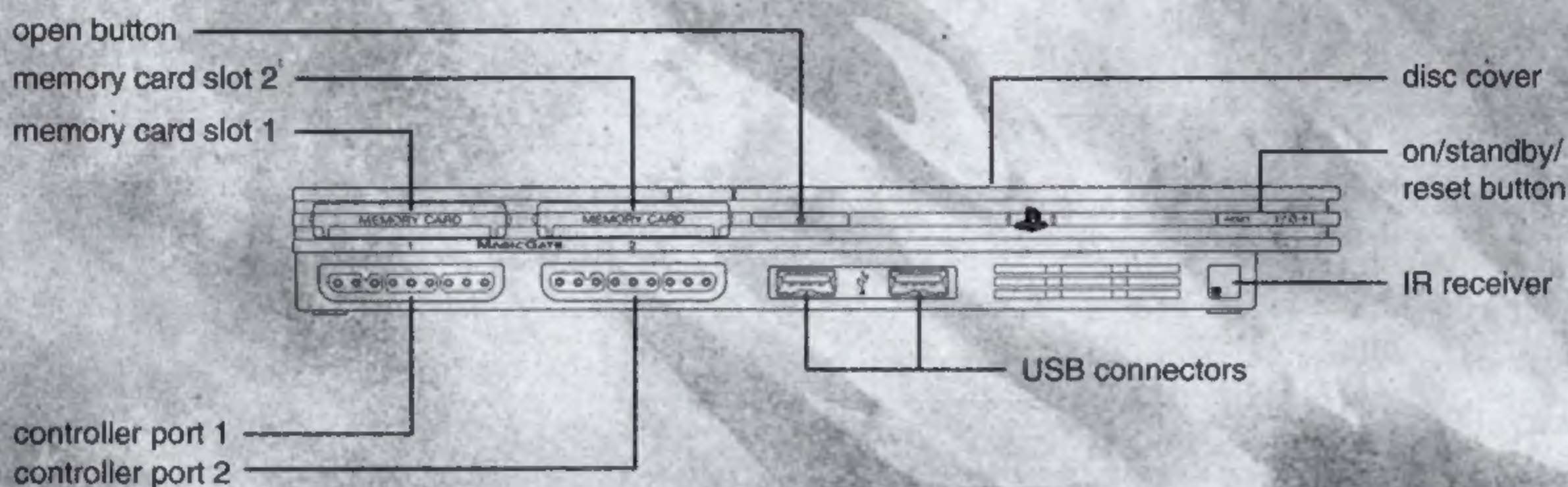
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED	2
CONTROLS.....	3
THE LEGEND	4
MAIN MENU.....	4
MAP	4
BENDING.....	5
ON SCREEN DISPLAY.....	6
SWITCHING CHARACTERS	7
2 PLAYER MODE	7
PUZZLES	7
EMBER ISLAND.....	8
SHOPPING.....	8
FLYING GAMES	8
LIMITED WARRANTY.....	9

GETTING STARTED



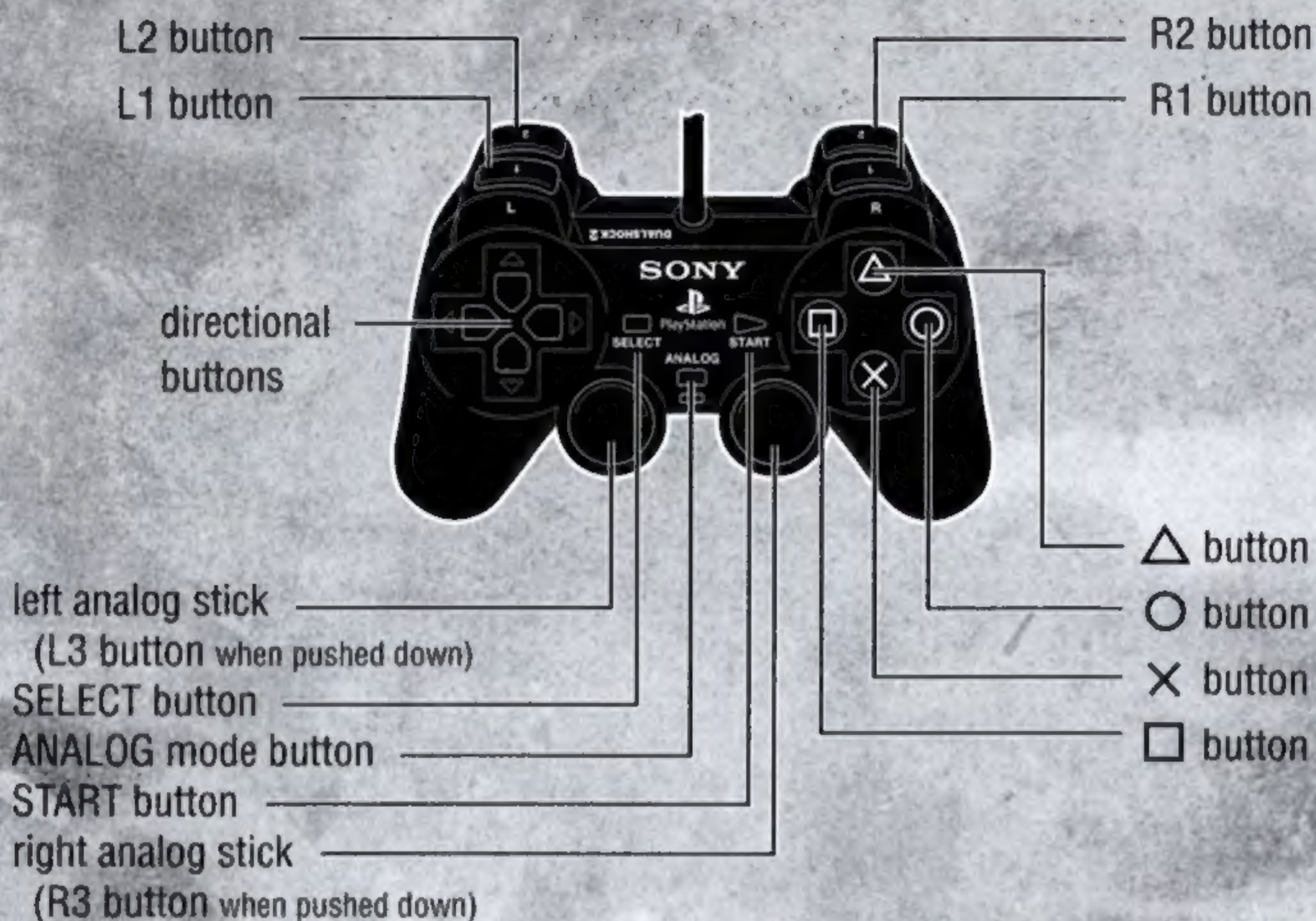
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Avatar: The Last Airbender – Into the Inferno* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

- Move Character.....left analog stick
Attack ◻ button, ○ button, or **R2** button
Jump..... × button or **L2**
Switch Characters.....directional buttons
Bending..... **R1** button
Freeze Water to Bend..... **L1** button
Target Cursor.....right analog stick
Pause..... **START**

The Legend

Long ago, the four nations lived together in harmony. Then, everything changed when the Fire Nation attacked. The people turned to the Avatar, master of all four elements, for protection. But when the world needed him most, he vanished.

A hundred years passed and the Avatar was found – a young Airbender named Aang. And though his skills were great, and his spirit greater, there was much he needed to learn before he was ready to save anyone...

Since then, Aang and his friends have traveled far and have fought many battles in their quest to help him master the elements. With only Fire left to learn, the fate of the world suddenly seems brighter, but time is running out. Sozen's comet rapidly approaches and with it, enough power for the Fire Nation to end the war in one crushing blow.

As Aang, you are our only hope... you are the Avatar.

MAIN MENU

NEW GAME: Select this option to start a new game of *Avatar: The Last Airbender – Into the Inferno*.

LOAD GAME: Select this option to load a previously saved game of *Avatar: The Last Airbender – Into the Inferno*.

MAP

On the map screen you can use Appa to fly to different destinations in the Fire Nation as the adventure unfolds. Use the left analog stick to move Appa around, as he gets near locations of interest press the **X** button to see details and choose whether to play the level.

As you complete levels and bosses more and more locations become available on the map. Remember that you can return to any location to try to find more coins or secret scrolls, or simply to enjoy them again with a friend!



BENDING

Benders can use their powers to control and shape raw elements, but they need a source to draw from. To find an elemental source, use the right analog stick to move the targeting cursor around the screen.

When you target a Bendable element, an elemental icon will appear. Hold the **R1** button to Bend the element, and control it with the right analog stick. Use Bending to fight off enemies, control your environment, and solve puzzles.



SOKKA'S BOOMERANG

Sokka isn't a Bender, so he relies on his boomerang. Aim the targeting cursor with the right analog stick and throw with the **R1** button. Sokka's boomerang is useful for reaching places you can't.

Create Airball (Aang)	Hold R1 button and move the right analog stick in a circle to form the airball. Keep holding the R1 button and then move the pointer to drag the airball around. Release the R1 button to throw the airball.
Waterbend (Aang or Katara)	Point at a water source, hold the R1 button to grab it, and move the pointer to drag the water around. Release the R1 button to throw or drop the water.
Waterbend cutting (Aang or Katara)	Point at a water source, hold the R1 button to grab it, and move the pointer quickly from left to right to slice through plants, trees, ropes and more.
Freeze (Aang or Katara)	Pick up water as above, and then hold L1 and R1 buttons for a few seconds to turn the water to ice. Keep holding the R1 button and then move the pointer to drag the ice around. Release the R1 button to throw or drop the ice. HINT: Some objects can be frozen if ice is rubbed on them.
Earthbend move rocks (Aang or Toph)	Point at a rock, hold the R1 button to grab it, and move the pointer to drag the rock around. Release the R1 button to drop or throw the rock.

**Earthbend –
earth pillars
(Aang or Toph)**

Point at an earth floor, hold the **R1** button and push the right analog stick up to raise a pillar. Release the **R1** button when finished. To lower an earth pillar point at it, hold the **R1** button and pull the right analog stick down. Release the **R1** button when finished.

**Earthbend –
earth platforms
(Aang or Toph)**

Point at a rock or stone wall, hold the **R1** button and pull the right analog stick down. Release the **R1** button when finished. To push an earth platform point at it, hold the **R1** button and push the right analog stick up. Release the **R1** button when finished.

**Firebend
(Aang or Zuko)**

Point at a fire source, hold the **R1** button to grab it, and move the pointer to drag the fire around. Release the **R1** button to throw or drop the fire.

**Warrior
Boomerang
(Sokka)**

Point at the target and tap the **R1** button to throw the boomerang.

ON SCREEN DISPLAY

CHARACTER/HEALTH

If a character runs out of health, they will be knocked out for 10 seconds. If both characters are knocked unconscious, they will have to replay the encounter. Collect Health Potions to refill your health.

COINS

Collect coins from the environment and defeated enemies. Coins can be spent on Ember Island.

SECRET SCROLLS


Hidden in each level are a number of secret scrolls. Finding scrolls makes more items available on Ember Island.



SWITCHING CHARACTERS

Different characters' skills will be more effective against certain enemies and obstacles, and some puzzles will require characters to use their skills in combination. To switch between available characters, use the directional pad.

2 PLAYER MODE


A friend can join in and take control of the second character at any time during a game by plugging in another controller and pressing  SELECT.

PUZZLES

On the journey into the heart of the Fire Nation there will be obstacles that stop the characters progress. The solution is usually right near by, but sometimes it takes a bit of thinking to get it right – try interacting with the environment, and look for opportunities to use Bending.



SAMURAI MOMO

Throughout the game Samurai Momo will appear in a puff of smoke to give hints and teach new moves. When he appears, aim the targeting cursor at him and press the  button to receive some words of wisdom. You can check out the Hints screen from the Pause menu to review previous lessons.

EMBER ISLAND

Ember Island is a tropical resort on the edge of the Fire Nation. Home to beautiful beaches and luxurious vacation homes, Ember Island is the perfect location for Aang and the team to take a break. You can take Aang's glider out for a whirl, spend your hard-earned coins at the Gift Shop, or just relax on the shore.

SHOPPING

At the Ember Island Gift Shop, you can use coins you've collected to buy various items, including extra abilities, artwork, and movies. As you earn accomplishments, more items will be made available, so check back regularly.



FLYING GAMES

While visiting Ember Island, Aang can ride his glider around the skies of the Fire Nation.



Control Aang.....left analog stick
Fire Airball button or button
Boost button

There are three different flying minigames you can play:

FREE FLY

Fly around and explore the islands, collecting coins you can use in the store.

GATE RACE

Follow the arrow to fly 3 laps through the checkpoint rings. Air Nation Symbols fill your boost meter. Beat the target time to unlock harder courses and bonus content.

TARGET SHOOTING

Use Aang's Airblast to hit as many targets as you can before the timer runs out. High scores will unlock extra items in the shop, gallery and theater.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **46140**. Please use this code to identify your Product when contacting us.

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THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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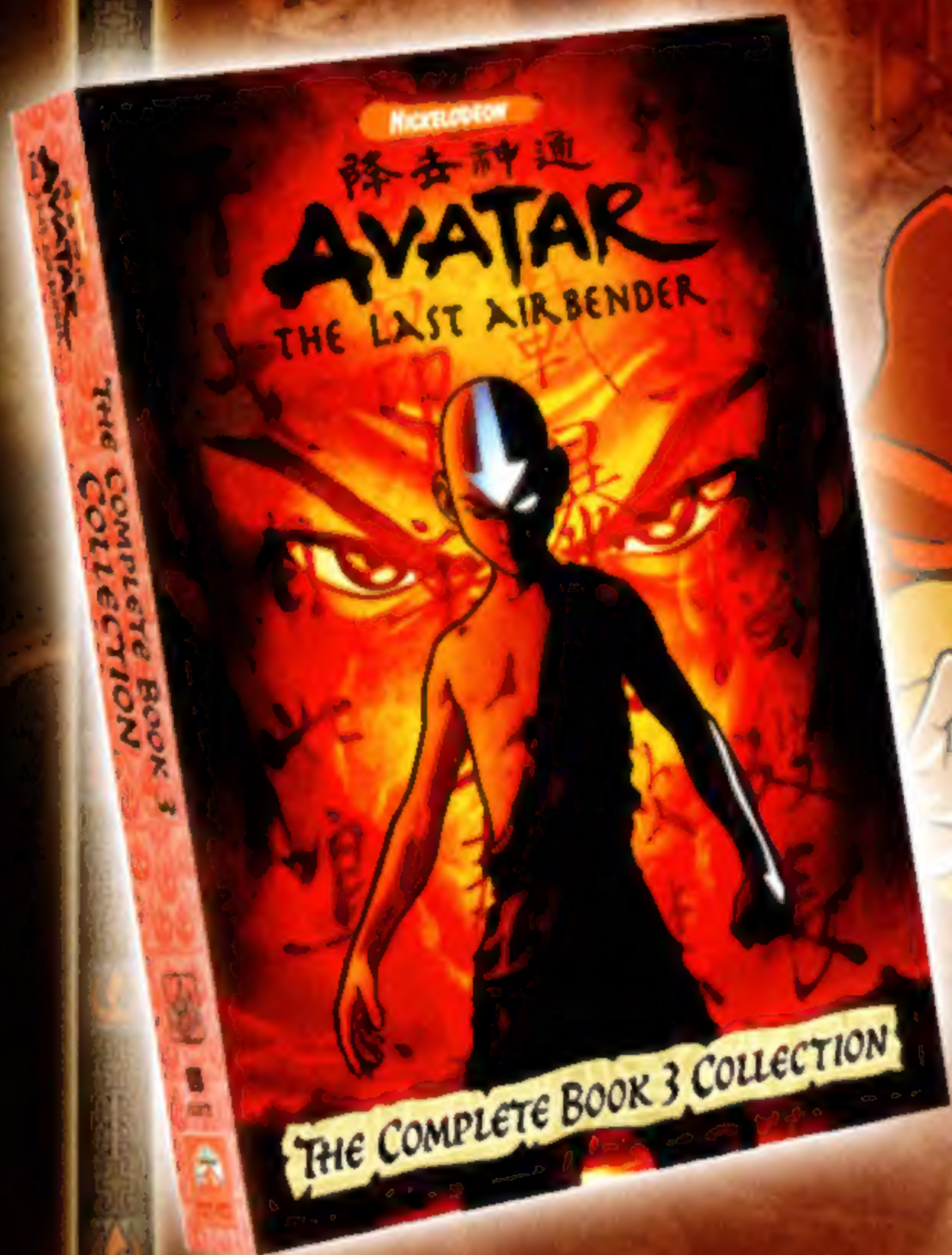
THE COMPLETE BOOK 3 COLLECTION

NICKELODEON

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AVATAR

THE LAST AIRBENDER



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